Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

16. (Currently Amended) An information processing apparatus comprising:

selection ~~designation~~ means for ~~designating~~ selecting a material ~~data~~ clip from a plurality of material clips ~~to be objects~~ for automatic editing process;

scenario data memory means for storing scenario data ~~for automatic editing constituted by~~ configured into a plurality of scenes having timing information ~~from which~~ including start time of each scene ~~starts~~ of said plurality of scenes; ~~and~~

corresponding means for corresponding, ~~at random,~~ data in said ~~plurality of~~ selected material ~~data~~ clip as editing objects to said each scene of said plurality of scenes;

editing means for editing said material clip with special effects so that said plurality of scenes includes transitions between scenes with special effects scenes;

first display means for displaying said material clip; and

second display means for displaying said plurality of scenes including said transitions.

17. (Previously Presented) The information processing apparatus according to claim 16, wherein said plurality of scenes have predetermined lengths different from each other.

18. (Currently Amended) The information processing apparatus according to claim ~~16~~ 17, further comprising:

modification means for modifying said material ~~data~~ clip corresponded by said ~~material data~~ corresponding means adjusting to said length of a scene.

19. (Currently Amended) The information processing apparatus according to claim ~~17~~ 16, further comprising:

modification means for modifying said material ~~data~~ clip corresponded by said ~~material data~~ corresponding means adjusting to said length of a scene.

20. (Currently Amended) The information processing apparatus according to claim 16, further comprising:

means for preparing and registering a row of characters to be superposed and displayed at the time of reproducing said scenario data; and

character-row corresponding means for corresponding, ~~at random,~~ said row of registered characters to either of said plurality of scenes.

21. (Previously Presented) The information processing apparatus according to claim 20, further comprising:

display position setting means for selecting and setting, at random, a display position of said row of characters from a plurality of predetermined display positions.

22. (Currently Amended) The information processing apparatus according to claim ~~17~~ 16, wherein said scenario data memory means stores a plurality of scenario data, ~~further comprising:~~
and wherein said scenario data memory means further includes

scenario data selection means capable of selecting ~~either~~ one out of said plurality of scenario data.

23. (Previously Presented) The information processing apparatus according to claim 16, further comprising:

effect memory means for storing effect information added to a scene; and

3

effect corresponding means for corresponding, at random, said effect to either of said

plurality of scenes.

24. (Currently Amended) The information processing apparatus according to claim 16,

further comprising:

reproducing means for continuously reproducing said plurality of material ~~data~~ clips

corresponded by said corresponding means on the basis of said scenario data.

25. (Currently Amended) The information processing apparatus according to claim 24,

wherein said plurality of material ~~data~~ clips is animation data.

26. (Currently Amended) The information processing apparatus according to claim 24,

wherein said plurality of material ~~data~~ clips is still image data.

27. (Currently Amended) The information processing apparatus according to claim 24,

wherein said plurality of material ~~data~~ clips is voice data.

28. (Canceled)

29. (Currently Amended) An information processing method comprising:

selecting a material clip from a plurality of material clips for automatic editing process;

storing scenario data configured into a plurality of scenes having timing information

including start time of each scene of said plurality of scenes;

corresponding data in said selected material clip as editing objects to said each scene of

said plurality of scenes;

~~material data corresponding processing step of~~ corresponding, ~~at random,~~ data in said

selected material clip as ~~data to be objects for automatic editing process to each of said scenes of~~

~~scenario data for automatic~~ editing objects to said each scene ~~constituted by a~~ of said plurality of

scenes ~~and having timing information at which each scene starts~~;

~~modification step of~~ modifying said material clip ~~data corresponded adjusting to length of~~

~~said each scene~~ with special effects so that said plurality of scenes includes transitions between

scenes with special effects scenes; and

~~reproducing processing step of~~ continuously reproducing said plurality of material ~~data~~

clips on the basis of said scenario data.

30. (Currently Amended) The information processing method according to claim 29,

further comprising:

~~character row corresponding processing step for~~ corresponding, ~~at random,~~ a row of

characters to be inserted to ~~either~~ one of said plurality of scenes, wherein

said reproducing ~~processing step~~ displays said row of characters superposed at the time of

reproducing said material ~~data~~ clips of scenes to which said row of characters are corresponded.

31. (Previously Presented) The information processing method according to claim 29,

further ~~compromising~~ comprising:

~~material data display processing step of~~ displaying in list images relating to said material

~~data~~ clip; and

~~output information display processing step of~~ displaying said images arranged relating to

said material ~~data~~ clip in order corresponded to each scene of said scenario data.

32. (Currently Amended) A program storage medium in which a program capable of

being read by a computer ~~compromising~~ comprising:

00230428

selecting a material clip from a plurality of material clips for automatic editing process;

storing scenario data configured into a plurality of scenes having timing information including start time of each scene of said plurality of scenes;

corresponding data in said selected material clip as editing objects to said each scene of said plurality of scenes;

~~material data corresponding processing step of~~ corresponding~~, at random,~~ data in said selected material clip as ~~data to be objects for automatic editing process to each of said scenes of scenario data for automatic~~ editing objects to said each scene ~~constituted by a~~ of said plurality of scenes ~~and having timing information at which each scene starts~~;

~~modification processing step of~~ modifying said material ~~data~~ clip~~corresponded adjusting to length of said each scene~~ with special effects so that said plurality of scenes includes transitions between scenes with special effects scenes; and

~~reproducing processing step of~~ continuously reproducing said plurality of material ~~data~~ clips on the basis of said scenario data.

33. (Currently Amended) The program storage medium in which a program capable of being read by a computer according to claim 32, further comprising:

~~character row corresponding processing step of~~ corresponding~~, at random,~~ a row of characters to be inserted to ~~either~~ one of said plurality of scenes[[;]], wherein

said reproducing ~~processing step~~ displays said row of characters superposed at the time of reproducing said material ~~data~~ clips of scenes to which said row of characters are corresponded.

34. (Currently Amended) The program storage medium in which a program capable of being read by a computer according to claim 32, further comprising:

~~material data display processing step of~~ displaying in list images relating to said material ~~data~~ clip; and

00230428

~~output information display processing step of~~ displaying said images arranged relating to said material ~~data~~ clip in order corresponded to each scene of said scenario data.